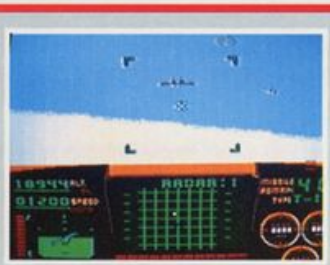
NOW AVAILABLE AS VS. KIT

TOP GUN™

COPYRIGHT © 1987 PARAMOUNT PICTURES CORPORATION. ALL RIGHTS RESERVED.
"TOP GUN" LOGO IS A TRADEMARK OF PARAMOUNT PICTURES CORPORATION.
KONAMI AUTHORIZED USER. UNDERLYING SOURCE CODE © 1987 KONAMI.
"TOP GUN ANTHEM" COPYRIGHT © 1986 BY FAMOUS MUSIC CORPORATION.
ALL RIGHTS RESERVED. USED BY PERMISSION.

KONAMI® IS A TRADEMARK OF KONAMI INDUSTRY CO., LTD.
DEVELOPED UNDER LICENSE FROM NINTENDO FOR PLAY EXCLUSIVELY ON THE VS. SYSTEM.
A TRADEMARK OF NINTENDO OF AMERICA INC.



- For vs. System
- Continuation Feature

KONAMI®

KONAMI INC. · 815 Mittel Drive · Wood Dale, IL 60191
Phone: (312) 595-1443 · Fax: (312) 595-2973 · Telex: 6871385 KONAM UW

VS. TOP GUN™

1) For vs. System

2) Continuation Feature

3) Player's Controls Are:

1 Joystick

2 Buttons:
missile/speed down
machine gun/speed up

Description:
Only the best of the best will successfully complete all the dangerous, top-secret missions given in Top Gun. The player is one of the top fighter pilots in the world. He takes command of an F-14 jet fighter. His first mission is his training. He checks his altitude, fuel level, and the air speed. He can also check the status of his missiles (number remaining and missile type). The player carefully selects his missiles at the beginning of each mission:

TYPE	QUANTITY	POWER
T-11 Hound	40	x1
T-22 Wolf	20	x2
T-33 Tiger	10	x4

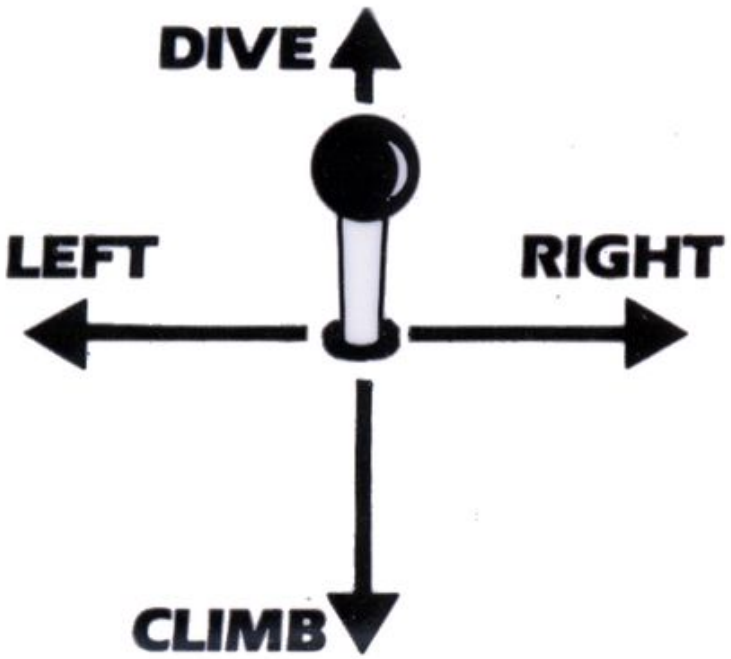
During each mission, the player's F-14 can be destroyed by a barrage of enemy shots, or a direct hit from an enemy missile. He must use his best aerial maneuvers to avoid being locked on from behind or in front, while at the same time he is shooting and aiming his missiles at enemy jets, submarines, aircraft carriers, etc. The radar monitor signals position of enemy planes. It also alerts the player to any danger (e.g. if he is locked on, low on fuel, etc.) and also gives instructions (e.g. speed up, etc.). Another threat the player faces is running out of fuel. However, the player is given the opportunity to refuel in mid-air.

After successfully completing some missions, the player returns to the aircraft carrier. He concentrates all his effort on guiding his jet in for a perfect landing. If he fails the landing, he will crash and burn. If he succeeds, the F-14 then is refueled, reloaded, and is ready for take-off to the next death-defying mission.

KONAMI®

TOP GUN

HOW TO PLAY



B

MISSILE

SPEED DOWN

A

MACHINE GUN

SPEED UP

- Select missile type by moving the joystick and pressing the A or B button.
- When landing or refueling, use B button to decrease speed and A button to increase speed.

COPYRIGHT © 1987 PARAMOUNT PICTURES CORPORATION. ALL RIGHTS RESERVED. "TOP GUN" LOGO IS A TRADEMARK OF PARAMOUNT PICTURES CORPORATION.
KONAMI AUTHORIZED USER. UNDERLYING SOURCE CODE © 1987 KONAMI. "TOP GUN ANTHEM" COPYRIGHT © 1986 BY FAMOUS MUSIC CORPORATION.
ALL RIGHTS RESERVED. USED BY PERMISSION.

KONAMI ® IS A TRADEMARK OF KONAMI INDUSTRY CO., LTD. DEVELOPED UNDER LICENSE FROM NINTENDO FOR PLAY EXCLUSIVELY ON THE VS. SYSTEM.

KONAMI®

INSTRUCTION MANUAL

COPYRIGHT © 1987 PARAMOUNT PICTURES CORPORATION. ALL RIGHTS RESERVED.
"TOP GUN" LOGO IS A TRADEMARK OF PARAMOUNT PICTURES CORPORATION.
KONAMI AUTHORIZED USER. UNDERLYING SOURCE CODE © 1987 KONAMI.
"TOP GUN ANTHEM" COPYRIGHT © 1986 BY FAMOUS MUSIC CORPORATION.
ALL RIGHTS RESERVED. USED BY PERMISSION.

KONAMI® IS A REGISTERED TRADEMARK OF KONAMI INDUSTRY CO., LTD.
DEVELOPED UNDER LICENSE FROM NINTENDO FOR PLAY EXCLUSIVELY ON THE VS. SYSTEM.

KONAMI TOP GUN KIT CONTENTS

1 — Top Gun Sub-Board
1 — Top Gun Marquee
1 — Clear Acrylic Marquee (must be cut to size)
1 — Player Instruction Sheet
1 — Instruction Manual

TOP GUN COMES WITH AN OVERSIZE MARQUEE AND MARQUEE PLEXI GLASS BECAUSE IT MAY BE INSTALLED IN ANY VS. CABINET. DUAL-SYSTEM, UNI SYSTEM, AND THE PACMAN VERSION.

MARQUEE

(Wear protective glasses while trimming Marquee)

1/8″ Acrylic Marquee should be cut to fit your game. DO NOT remove protective mask until this is done.

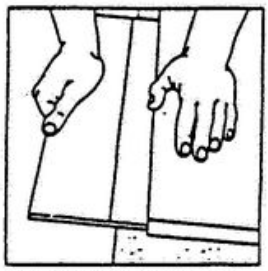
One way of cutting your Marquee is as follows: (Be sure to protect painted side of Marquee from any surface which may scratch or mar finish).

CUTTING WITH A KNIFE OR SCRIBER

Acrylic sheet up to 3/16″ thick may be cut by a method similar to that used for cutting window glass. Use a scriber of some kind — a scribing knife such as the one pictured, a metal scriber, an awl or even a sturdy craft knife — to score the sheet. Draw the scriber several times (7 or 8 times for a 3/16″ thick piece) along a straight edge held firmly in place. It is best not to remove the protective masking. Make the cuts carefully using firm, even pressure. For best results make each stroke cleanly off the edge of the sheet.

Then clamp the acrylic sheet or hold it rigidly under a straight edge with the scribe mark hanging just over the edge of a table. Protect your hands with a cloth, and apply a sharp downward pressure to the other side of the sheet. It will break along the scratch. Scrape the edges to smooth any sharp corners. This method is not recommended for long breaks or thick material.

Always draw the scribing knife along a straight edge.



Break sheet over edge of table after scribing.

HARDWARE INSTALLATION INSTRUCTIONS

*With power OFF, remove the NINTENDO MDS PCB from the cabinet.

*Remove existing eproms, PPU, and CPU from the side you wish to install the **Top Gun** sub-board.

If the **Top Gun** is to be installed in a Uni-System, carefully remove the CPU from location 8J (save the CPU–it will be installed on the sub PCB). Remove the PPU location 8F and any eproms from locations 6A, 6B, 6C, 6D, 8A and 8B.

If **Top Gun** is to be installed in a dual system, right screen, follow Uni-System instructions. If installed in left screen, carefully remove the CPU from location 2J (save the CPU–it will be installed on the sub-board). Remove the PPU from location 2F and any eproms from locations 1A, 1B, 1C, 1D, 2A and 2B.

*Inspect the capacitors in location C3, C11, C30 and C47 on the NINTENDO MDS PCB. They should be bent down to prevent a short circuit with the sub-board.

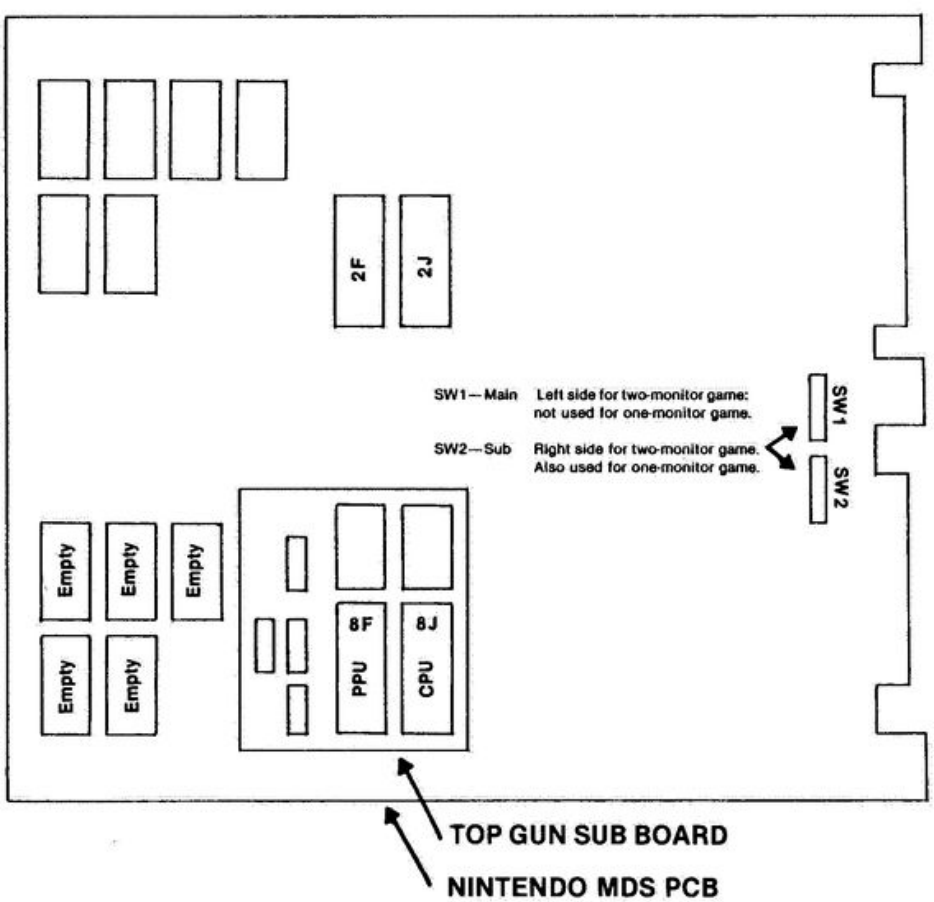
*Insert the CPU (RP2A03) into the sub-board at location U8 (insure correct polarity).

*Install the sub-board into the NINTENDO MDS PCB by applying pressure with your palm down on the sub-board until it sits securely. Inspect both 40 pin sockets for any bent pins. Insure correct polarity. The PPU must sit into location 2F or 8F only.

*Set dip switch on the NINTENDO MDS PCB. SW1 for dual system left monitor. SW2 for uni-system and dual system right monitor.

TOP GUN: DIP SWITCH SETTINGS

DIP SW		1	2	3	4	5	6	7	8
COIN/CREDIT	1/1	OFF	OFF	OFF					
	1/2	OFF	OFF	ON					
	1/3	OFF	ON	OFF					
	2/1	OFF	ON	ON					
	3/1	ON	OFF	OFF					
	4/1	ON	OFF	ON					
	5/1	ON	ON	OFF					
FREE PLAY		ON	ON	ON					
NUMBER OF LIVES	3	(Max. 12 lives)			OFF				
BOUGHT BY COIN	2	(Max. 9 lives)			ON				
BONUS SETTINGS	1) 30,000 every 50,000					OFF	OFF		
	2) 50,000 every 100,000					OFF	ON		
	3) 100,000 every 150,000					ON	OFF		
	4) 200,000 every 200,000					ON	ON		
EASY								OFF	
HARD								ON	
DEMO	SOUND ON								OFF
									ON



USER INFORMATION

WARNING

F.C.C. REGULATION COMPLIANCE

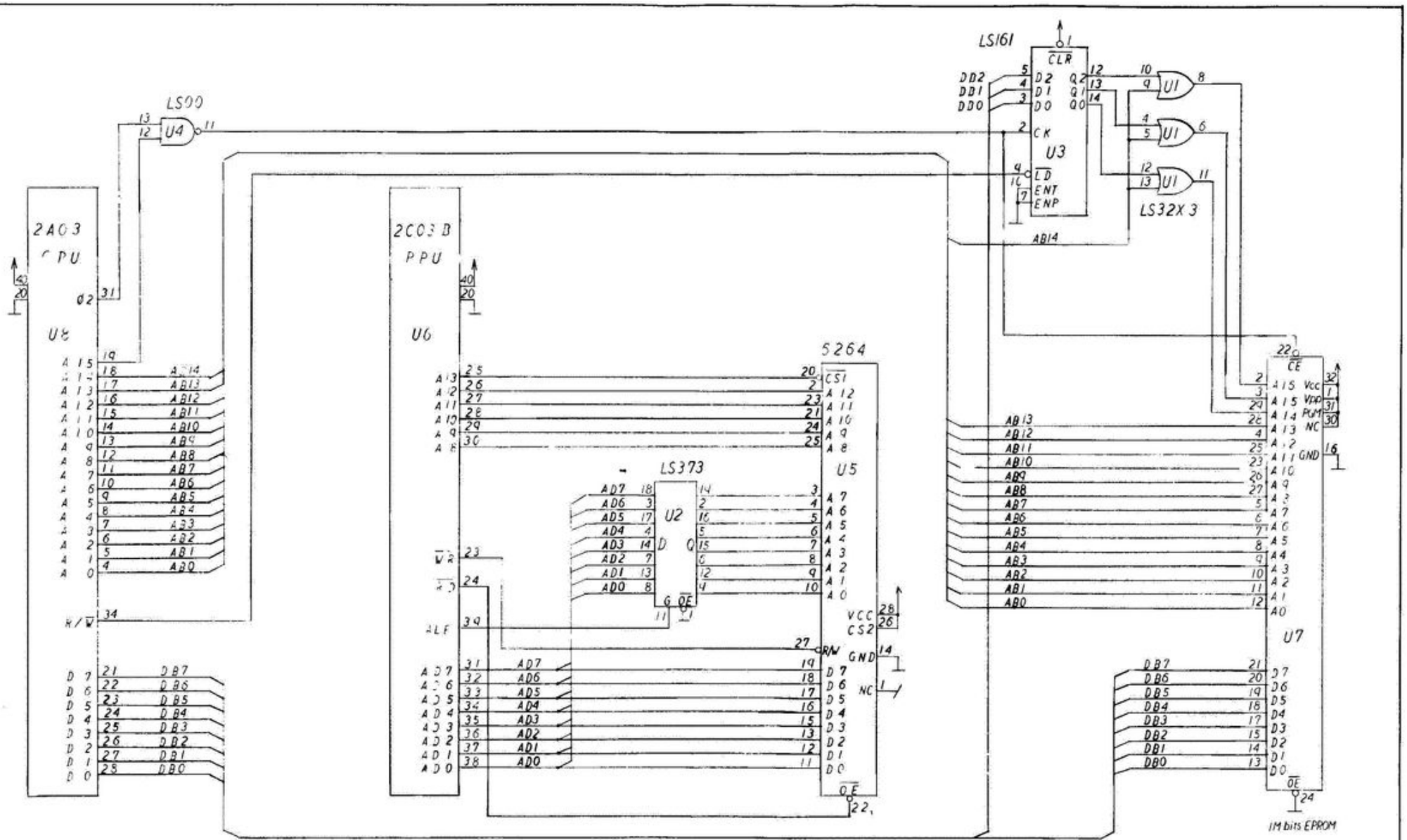
THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

KONAMI®

815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973

PART # 701400



RC003 COMMON USED	86.2.8 DATE

KONAMI

DESIGN	DRAW	CHECK	APPROVE	SCALE	RELEASE DATA 86.7.24	TOLE— RANGE	REG.TYPE	RC002
							NAME	SCHEMATIC DIAGRAM
							CODE NO.	250095